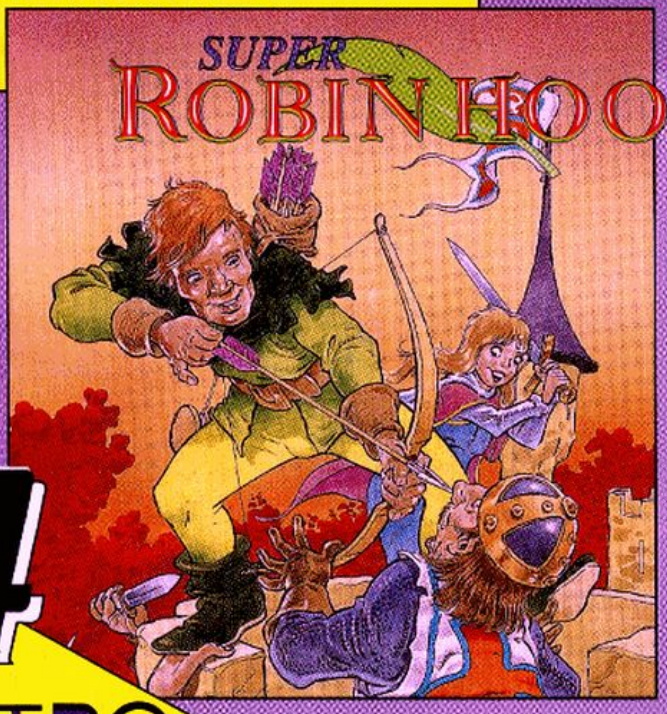
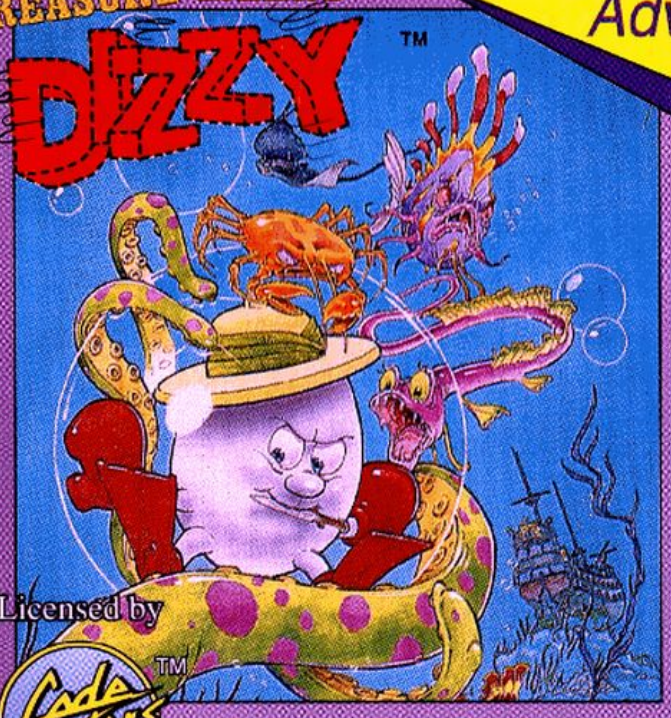
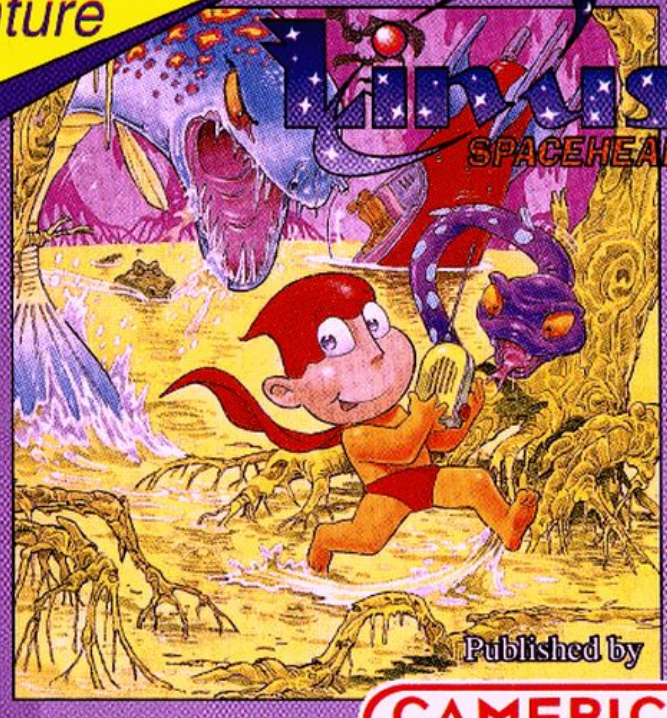
FOUR GAMES IN ONE CARTRIDGE!



4

QUATTRO™ Adventure





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IMPORTANT Please refer to inside back cover for important precautions.

If you don't manage to get this cartridge working please send it to us at the address at the bottom of this page and we'll replace it as fast as we can.

Helpline...

If you need help with any of these games you can phone the ***1-900 RESTART*** help line for **hints tips and secrets.**
(that's ***1-900-737-8278***)
This line contains help with all 4 games but there is more help with Treasure Island Dizzy than the other three games.

This call costs $1.75 for the first minute and 90cents for every minute after that. You can only use this line if you have a touchtone phone.
Callers who are 18 or under MUST get the permission of their parents first!

1-900-RESTART also has help with The Fantastic Adventures of Dizzy™ and Bignose the Caveman™

Camerica Limited Inc.,
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· CONTENTS ·

BOOMERANG KID™ 1

SUPER ROBIN HOOD™ 7

Treasure Island Dizzy™ 13

Linus Spacehead™ 19

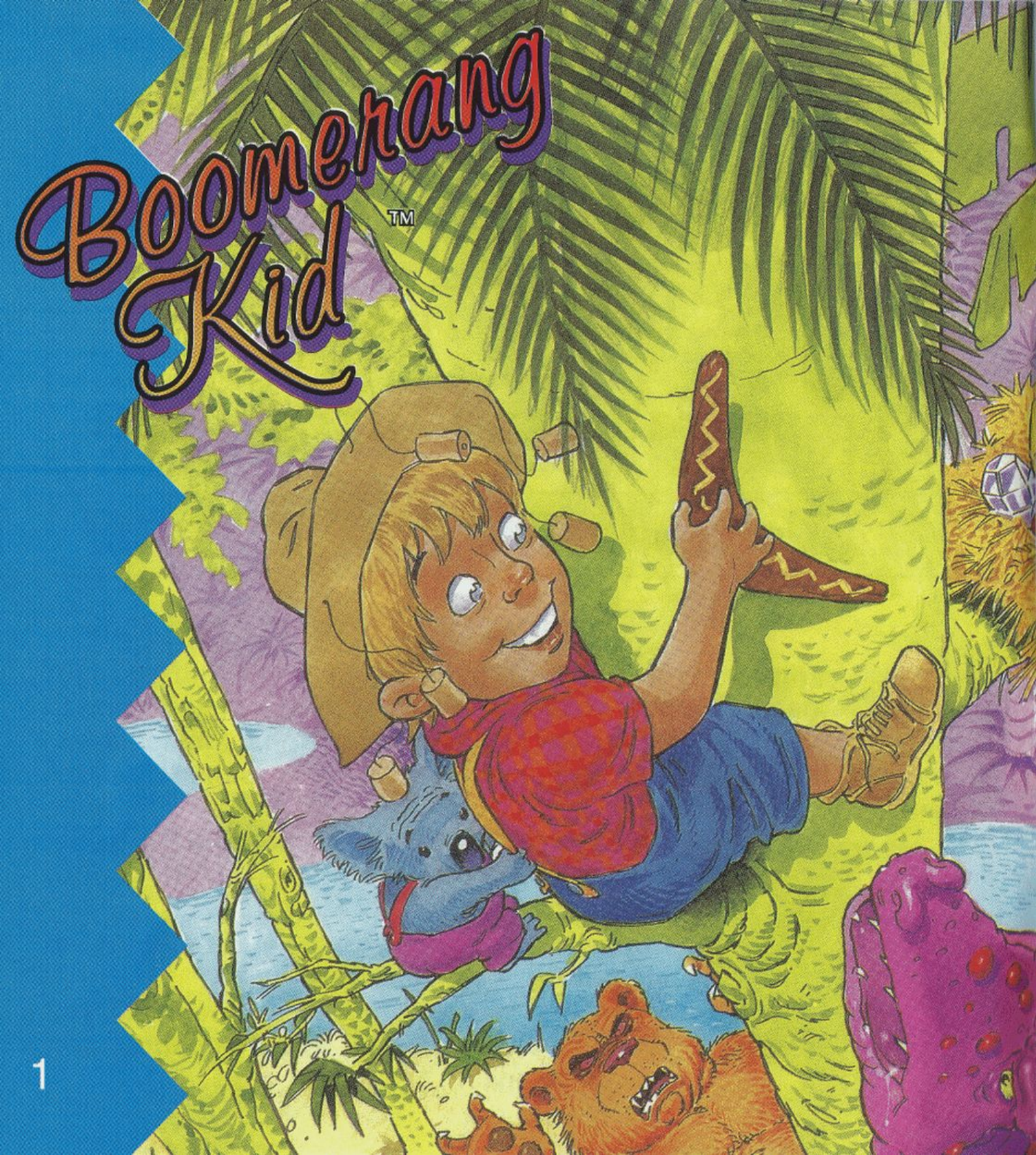
Choose your Game

By using ultra-large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate. Use the SELECT button to point the arrow on the screen at the game you want to play.

Press the START button to activate the game, then read the section in this booklet about playing the game.

During play you can use the RESET button to start the chosen game again.

When you want to choose a new game you should Power-Off, wait a few seconds, and Power-On again.


Boomerang Kid
™

Boomerang Kid™ was lost by his parents on a camping trip to the outback. Luckily an Aboriginees tribe found him and saved him from being a Dingo's dinner. The Aboriginees raised him as one of their own and taught him the ways of survival in the outback.

Snapping Alligators, hungry Dingos and cute Koalas, Boomerang Kid learned about all the animals in the outback and studied their movements. He also learned to find his way around the treacherous terrain that was now his home.
Now that Boomerang Kid is older he wants to repay the Aboriginees, so when their boomerang store is raided he sets out to find them, vowing not to return until he has every single one!

ABOUT THE GAME...

Boomerang Kid™ has been given the task of collecting all of the boomerangs from three different worlds:

THE OUTBACK THE CASTLES THE CAVES

To make the task more difficult, there are many traps and puzzles and deadly creatures too!

Each of the worlds are divided into rooms, there are ten in each world, although Boomerang Kid only has to pass through six of them; at the end of each one, he has a choice of which way to go

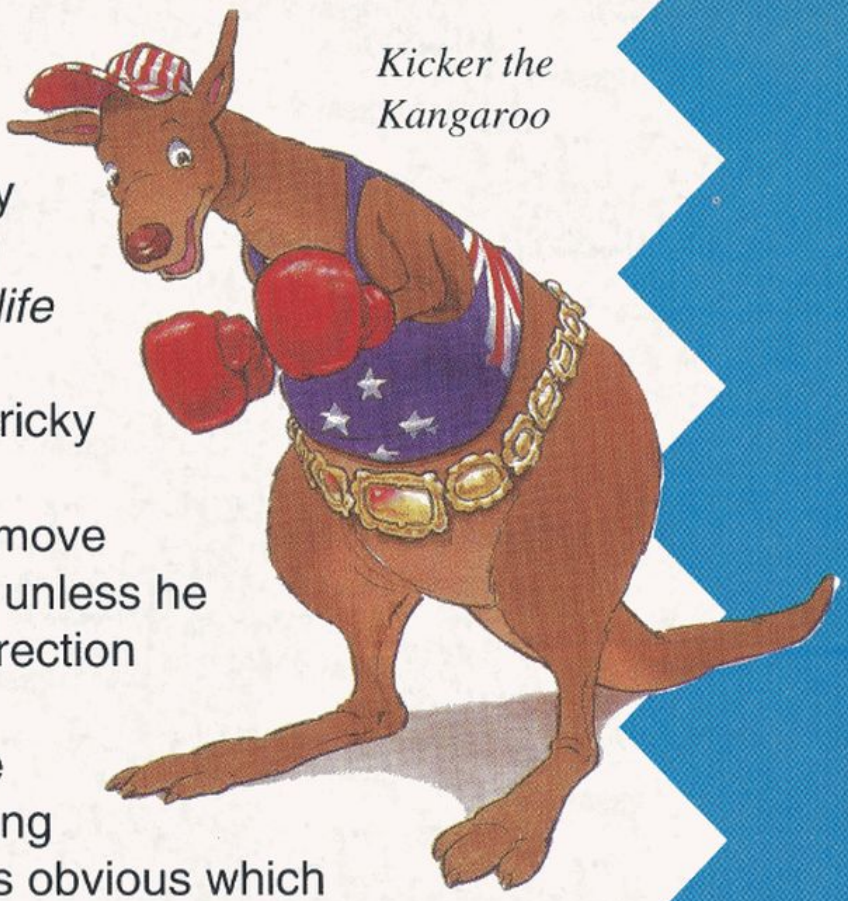
Boomerang Kid and his dog, Toby

Boomerangs

These are collected by running/jumping through them. All of them must be collected for Boomerang Kid to leave the room.

Creatures

The creatures come in various forms- all are deadly upon contact! *-Hint: Beware of scenery which comes to life*



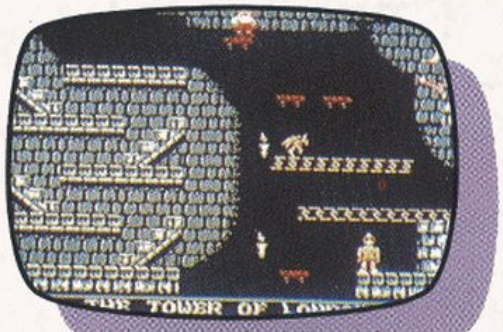
Kicker the Kangaroo

Platforms

There are various types of tricky platforms:

Conveyer belts: These will move Boomerang Kid™ sideways unless he is moving in the opposite direction when he lands on them.

Crumbling platforms: These disintegrate when Boomerang Kid is on them it isn't always obvious which ones will disintegrate!



Deep in the Castle

Switches

Some rooms contain switches which have various effects when pushed , some rooms contain tunnels which transport Boomerang Kid to other parts of the room.

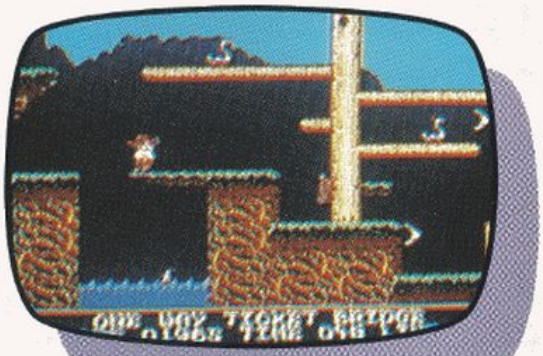
Watch out for the frog!

Springs

These will spring Boomerang Kid high into the air when he jumps on them.

Timer

Each room must be completed within a time limit. When you exit a room you are awarded bonus points for each unit of remaining time.



Dissolving bridge

Lives

You start the game with three lives, Boomerang kid™ will lose a life by falling too far or falling down a pit, falling into water or lava, running into a creature and by running out of time.
An extra life is given at the end of each world.

CONTROLS:

Boomerang Kid can run left and right and jump. The longer button **A** is held down, the further he jumps,
Hint: Be careful not to fall too far -Boomerang Kid will lose a life!
START pauses the game/continues.

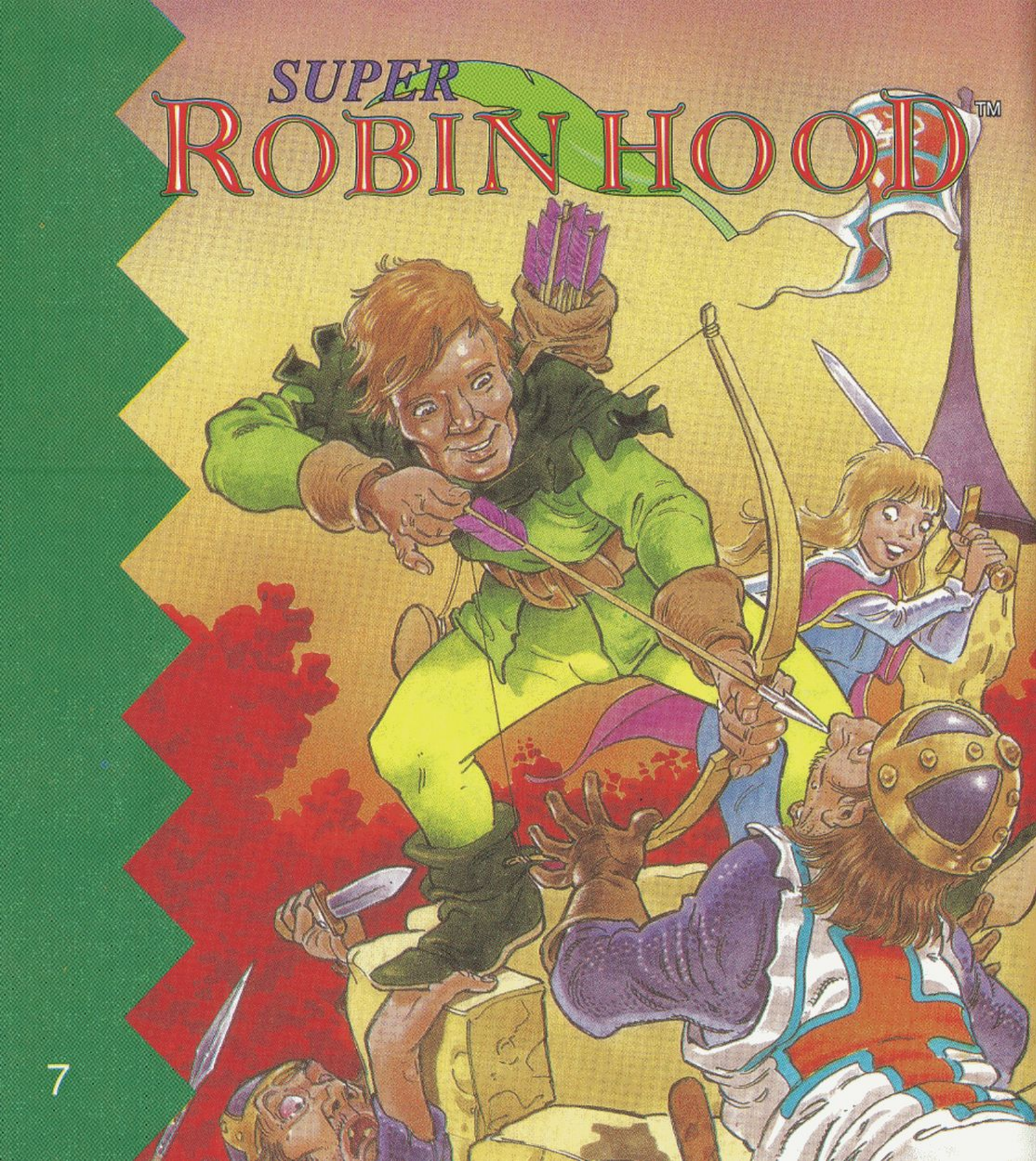
Tricky jumps!

SELECT makes the timer go down fast (in case you are stuck with no way out).

Room Selection screen:

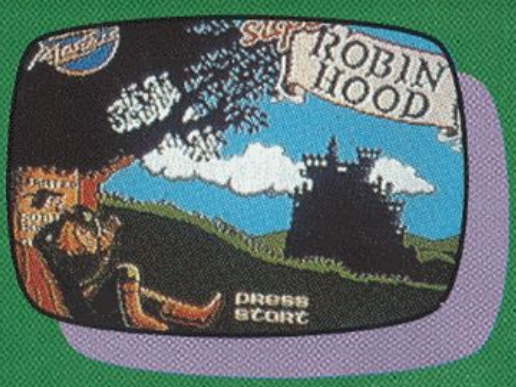
To select which way to go after completing a room, push **LEFT** or **RIGHT** and **A**, **B** or **START** to select.

Howard the Dingo

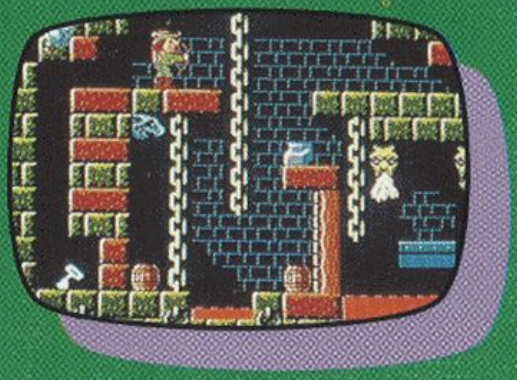

SUPER
ROBIN HOOD™

A thousand years ago in the ancient heart of old England the Sheriff of Nottingham held the people in an iron fist. The King has gone overseas and in his absence the Sheriff is demanding higher and higher taxes threatening those who complain and imprisoning those who refuse.

As winter draws nearer the impoverished peasants grow more and more desperate. They have no money for food and the Sheriff grows ever more powerful.



The Earl of Huntingdon, also known as Robin Hood, was once a nobleman and faithful servant of the King but now he is an outlaw in the green forest of Nottingham which stretches, unbroken, for hundreds of miles and is mostly unexplored. IHe lives in the forest with his wife, Maid Marian, as a bandit stealing money from the tax collectors and noblemen as they travel through and then giving it to the poor.



The Sheriff is beside himself with rage and has kidnapped Maid Marian holding her as a hostage to force Robin Hood to give himself up.

But Robin has found a way into the Sheriffs castle where Maid Marian is being held. The rescue begins...

NOTTINGHAM'S CASTLE

Robin Hood must fight his way through the Sheriff of Nottingham's castle, The main enemies are the sheriff's thugs! Great troll like guards, armed with crossbows and patrolling dwarves armed with spears. Robin will also have to deal with a whole range of other nasties: bats, barrels spiders, fire-breathing gargoyles, cannon balls, spiked balls and great drilling spikes that spring up from ground.

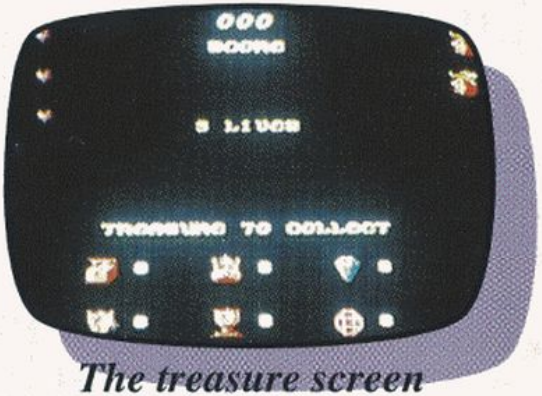
Keys and Treasure

The route Robin must take through the castle is very torturous! He must find keys to open doors and activate lifts, leading him deeper into the castle. Robin must also collect all the stolen treasure that he finds in the castle so he can give it to the poor.

A royal bedroom

The treasure is...

8 Chests
8 Crowns
8 Diamonds
8 Shields
8 Goblets
8 Rubies



The treasure screen

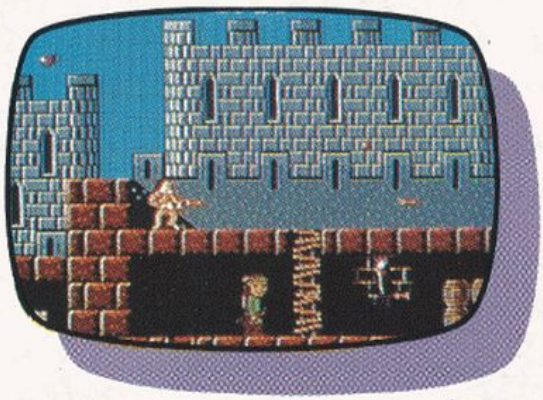
Hearts and Lives

The game starts with 3 lives, shown top right of the screen, each life consists of three chances, shown as three beating hearts in the top left hand corner of the screen.

Extra hearts can be found in the castle, if you can collect a total of 6, 3 of them will be turned into a new life!

Each time you are hit by something, you will lose one heart and become invincible for a short time - this should enable you to get clear of the danger zone!

Robin to the rescue!



Top of the Castle!

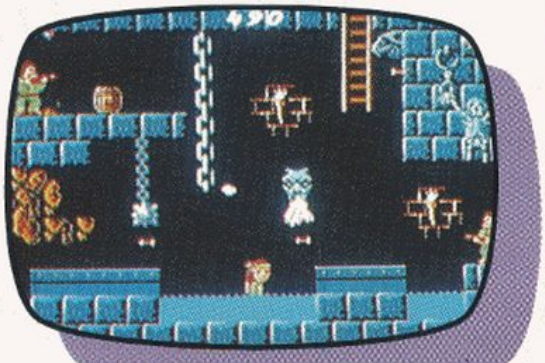
Hints:

You can duck below some arrows, others you can jump!

Study and learn the thugs firing routines, don't rush into dangerous places.

Secret Passages

Nottingham castle is full of secret passages which can be revealed if Robin can find the trigger points so get searching!



Hiding in the water

Water

Robin can walk in water, but he will be killed if he falls into any lava!

Trampolines

At various places throughout the castle, Robin will find trampolines which he can bounce on to reach higher platforms. To get a really high bounce, Robin must bounce on a trampoline several times.

The various scenes:

Nottingham castle is very large so Robin will have to travel through many areas, why not make a map? and keep looking for those secret corridors!
Here is a list of the different areas in the castle...

The Great Halls & Corridors
The Dungeons/Cellars
Underground Caves
Torture Chambers
Kitchens
Dining Rooms
Bedrooms
Master Rooms
Chapels
Outside-
(on the castle ramparts)
Inside the Towers
Secret Rooms

CONTROLS:

Robin Hood is able to perform quite a number of moves...

UP - will make him climb ladders ropes or chains.

DOWN - will make him crouch, and climb down ladders ropes or chains.

LEFT and **RIGHT** - run left and right.

A - jump.

B- load and shoot arrows

START - pause/unpause

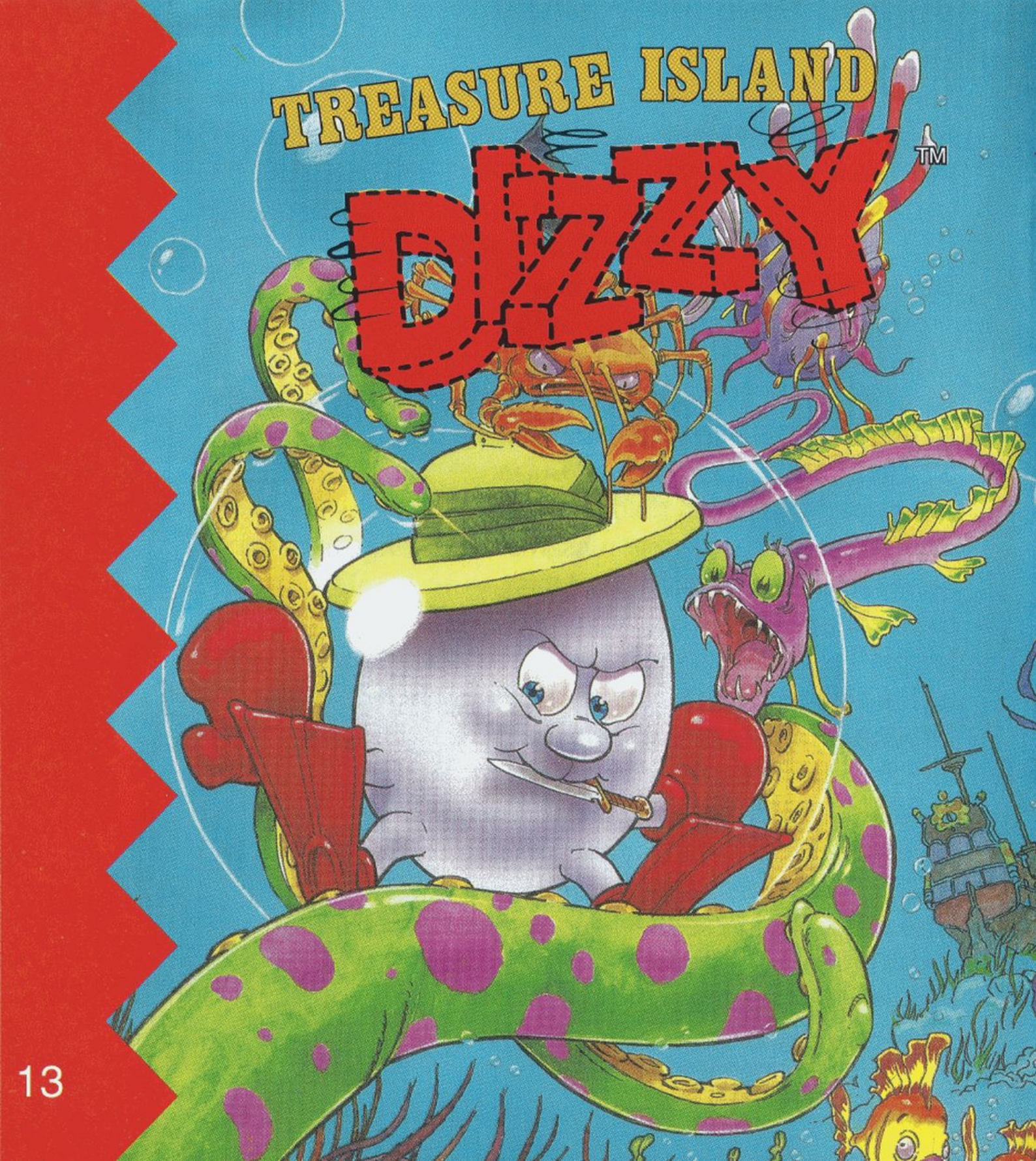
Advanced Controls:

Jumps: The longer Robin runs in one direction, the faster he will run -you will often need this extra speed to make those big jumps. The faster he runs, the higher Robin is able to jump.

Crouching: If Robin is running fast and then crouches down he will be able to slide along on his knees! This is very useful for getting under low walls

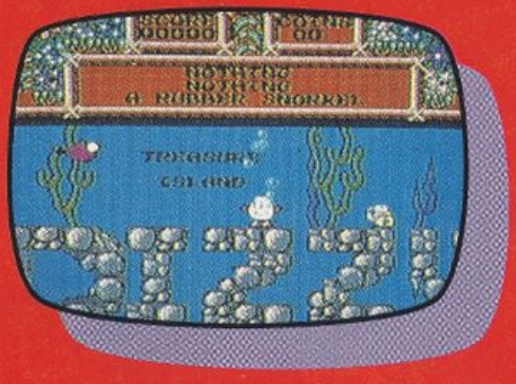
Shooting: Robin needs time to load an arrow before he can shoot -you can however hold the loaded arrow by holding the **B** button and then release it instantly!

'Bruiser', one of the Sheriff's guards.


TREASURE ISLAND
DIZZY
TM

All the Yolkfolk gathered at the beach to wave goodbye to Dizzy™ in his new boat. He had built it himself and it really was very nice, with its bright white sails and shiny red hull. Dizzy felt proud as Daisy kissed him goodbye and the fresh sea breeze filled the sails, and the boat sailed out to sea on its first voyage.

The sky was clear and the weather was fine as Yolkfolk's village disappeared over the horizon. Dizzy dangled his fishing rod over the side and daydreamed about what adventures might lie ahead in strange, distant lands.



Suddenly the wind stiffened, the boat started to roll, and dark clouds gathered in the sky. 'Grand Dizzy was wrong about the weather', thought Dizzy as the waves started breaking over the side of the boat. Before long a ferocious storm was raging, and Dizzy's little boat was being tossed about in the enormous waves. Lightning crackled and thunder roared as Dizzy tried bravely to keep the boat afloat, but it was no use. Just before the boat sank below the surface, Dizzy spotted a distant island illuminated by a flash of lightning. He dived into the heaving waters and started to swim...

That was how Dizzy came to find himself poaching on the silent, sun-kissed beach of a seemingly deserted island. Now he had to somehow find a way back to Zakeria, land of the Yolkfolk.

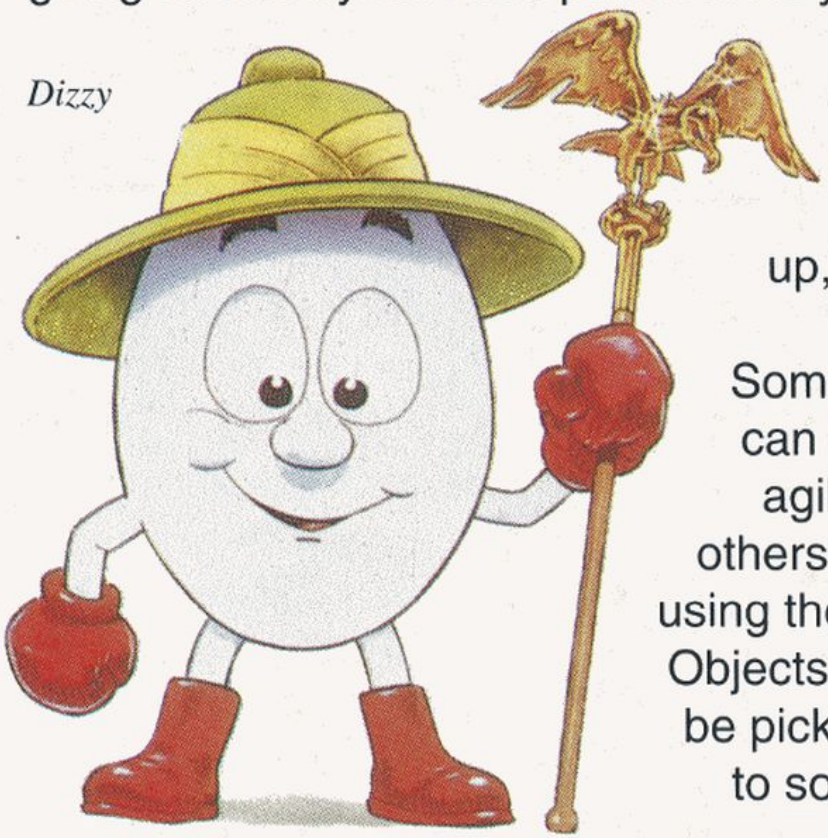
Stranded!

Dizzy™ has been Shipwrecked on a desert island. Your job as Dizzy is to find your way off the island. Your adventure begins on the beach of the desert island.

Dizzy goes diving

The Great Explorer

To start with, you will only be able to move around a small part of the map because you are stopped from going further by different puzzles. As you solve these puzzles, more and more of the map will gradually open up, revealing more new puzzles. Some of the puzzles can be solved using agility and skill, but others must be solved using the correct object. Objects Dizzy finds can be picked up and used to solve the puzzles.



Dizzy

Solving Puzzles

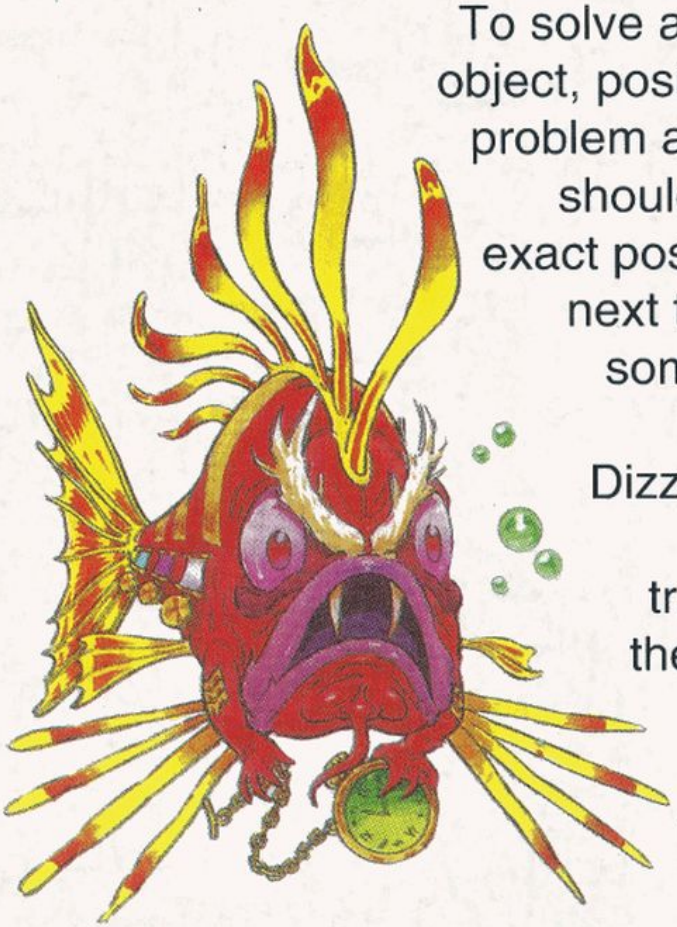
Dizzy with some objects

When you find an object, stand in front of it, press the **B** button and Dizzy™ will pick it up(he can carry up to three objects). The name of the object will be shown in the display panel at the top of the screen.-any other objects will be shifted up(and the top object of the three will be dropped where Dizzy is standing).

To solve a problem, pick up the object, position Dizzy next to the problem and drop it again. You should experiment with the exact positions to drop objects next to puzzles as this can sometimes be important.

Creatures

Dizzy should beware of all the creatures on the treasure island, most of them are deadly! though some hide treasure and some will have weird effects on Dizzy if he touches them.



General Hawkins, the Lionfish.

Hints:

Water: Be careful in water, everybody knows that eggs are air-breathers!

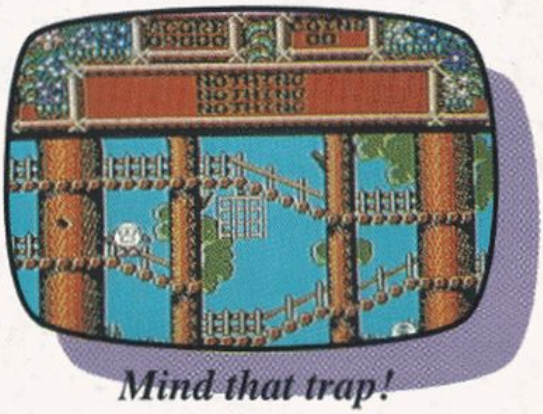
Don't wind up fried... be careful of fire!

A clue shown on a scroll

Look out for scrolls, when you find one, read it -they give important clues.

Traps: Be cautious of where you step in the treehouse village

The magic pebble was known to have built left by an ancient tribe strange totem poles.



Mind that trap!

Escaping from the Island

There are two ways to complete the game...

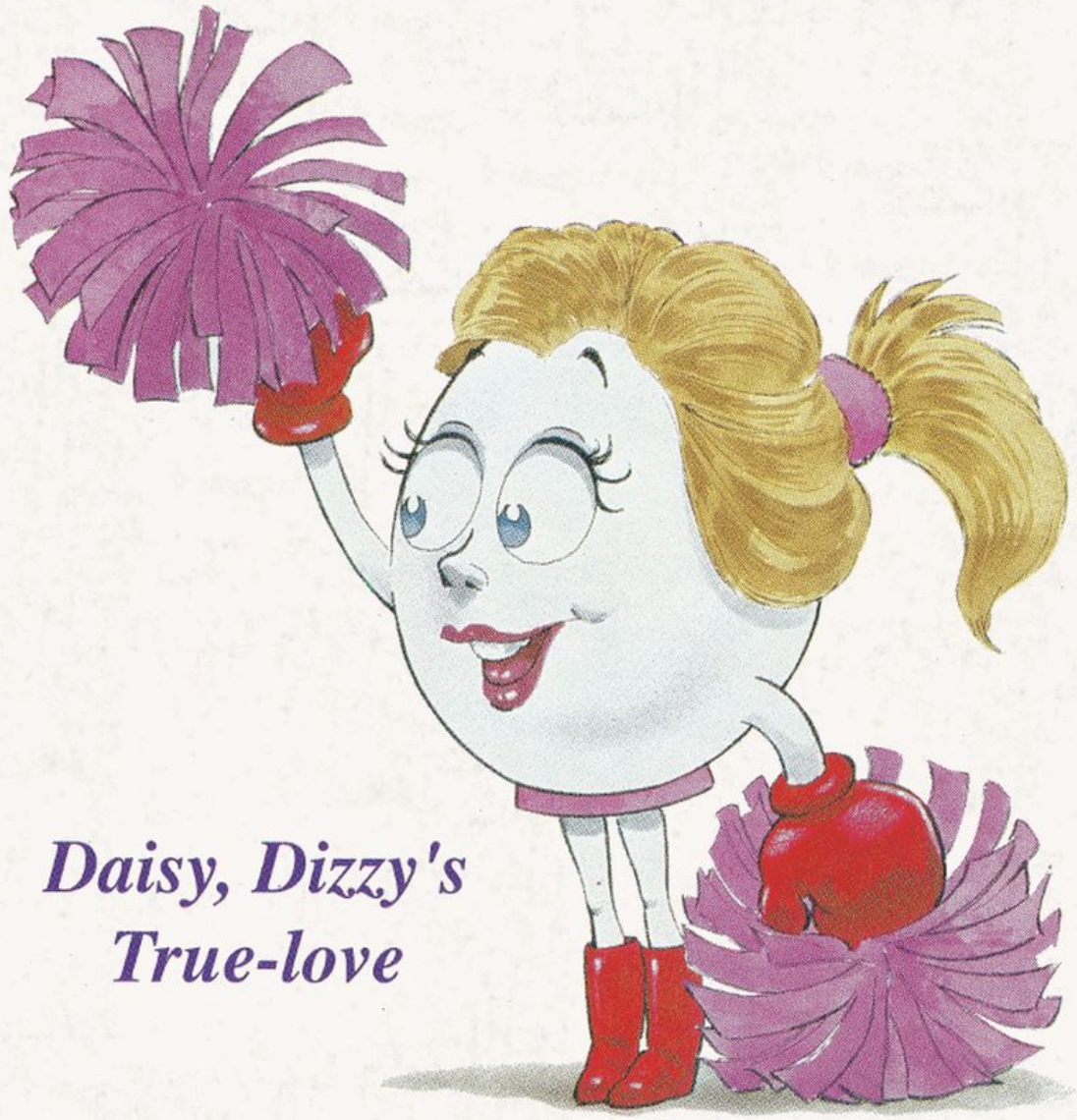
Solution 1 -Tricky- Find a way off the island and back to the Yolkfolk.

Solution 2 -Very Tricky- There are *Thirty* pieces of gold hidden on the island; find these before making an escape from the island... some of these are very well hidden!

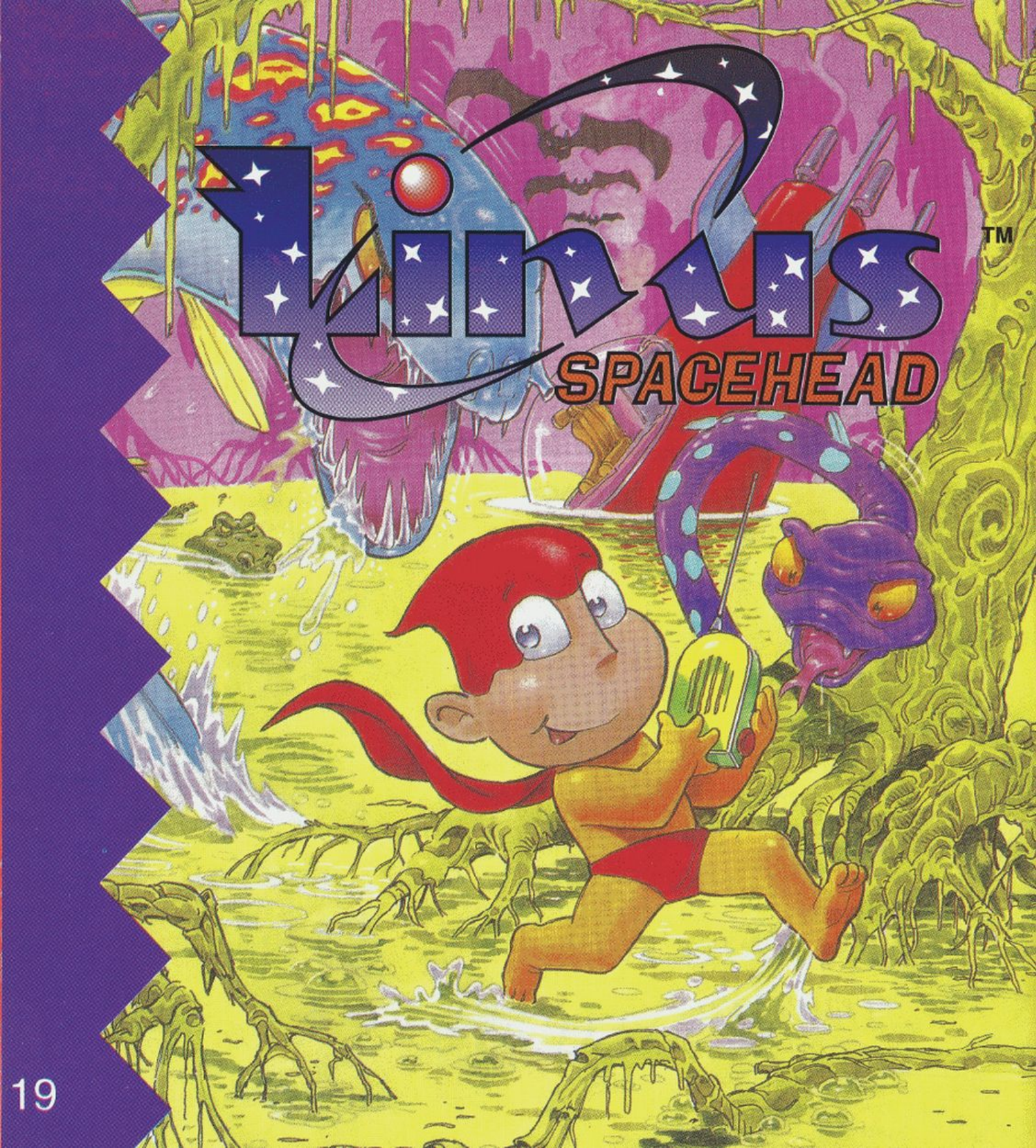
GOOD LUCK!

Controls:

The **LEFT** and **RIGHT** buttons walk Dizzy™ around the landscape.
The **A** button is for jump and Dizzy will pickup/drop/use and read with the **B** button.
START will start the game and pause the game during play.



Daisy, Dizzy's True-love


Yin-Yus
SPACEHEAD

"Cosmic!", shouted Linus as he power slided his Stingray Convertable around the turnpike on Route 55 of the Galactic Highway. "This baby really moves!".

"What a rush!", he screamed as he tore past his home planet of Linoleum at 30,000 miles an hour. "with this mean machine I'll be a dead cert to win the Galactica Bumper Car Race next week", he thought.

Linus' foot was on the floor and the Stingray was streaking across the Milky Way. Then suddenly the engine's note changed, and a terrible *phuttt, phuttt* noise came from under the hood. The engine died.

"Galactic goof-ups! I've ran out of gas!".. By now he was hurtling through space at 200,000 miles an hour towards a distant unknown star and he had no power to do anything about it.

The Stingray screamed through a red light on an intersection narrowly missing a sluggish old Stellar Capri. Linus glanced to his side and read the star sign by the side of the highway, "Planet Earth 50,000 miles" it said.

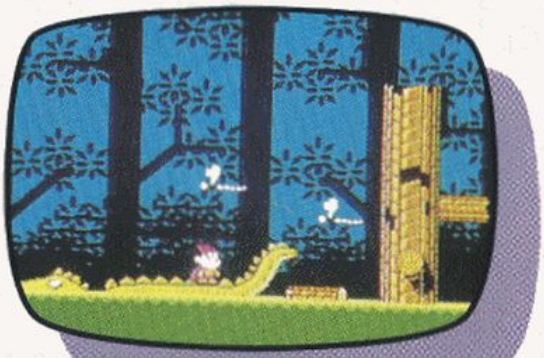
"Stress man!", exclaimed Linus, "I've never even heard of Planet Earth -I hope the natives are friendly"

"Cosmic close-calls!", hollered Linus as he scraped past a rusty old satellite and entered the Planets atmosphere with a bang. Before he knew it his shiny new stingray was rumbling down a mountain towards the sea, fenders and antennas, windshield wipes and tail lights falling off left right and centre.

The spacecraft entered the sea with an almighty crash and sank to the bottom. "Heavy, heavy, heavy" groaned Linus as he clambered out of the wreckage. I've got a feeling my adventures are just beginning..." and he was right....

Return to Linoleum

Linus Spacehead™ has accidently crashed his brand new spacecar at the bottom of an ocean on Planet Earth, your job is to guide him back by climbing up and along the scenery avoiding the Earth's strange inhabitants so Linus can reach a place that is high enough for him to send an SOS radio signal.



Alligator's tail

To add to his troubles, Linus' radio got smashed into many pieces and scattered over the landscape. To make his radio work, Linus must collect all the pieces on his way.

The Earths Inhabitants

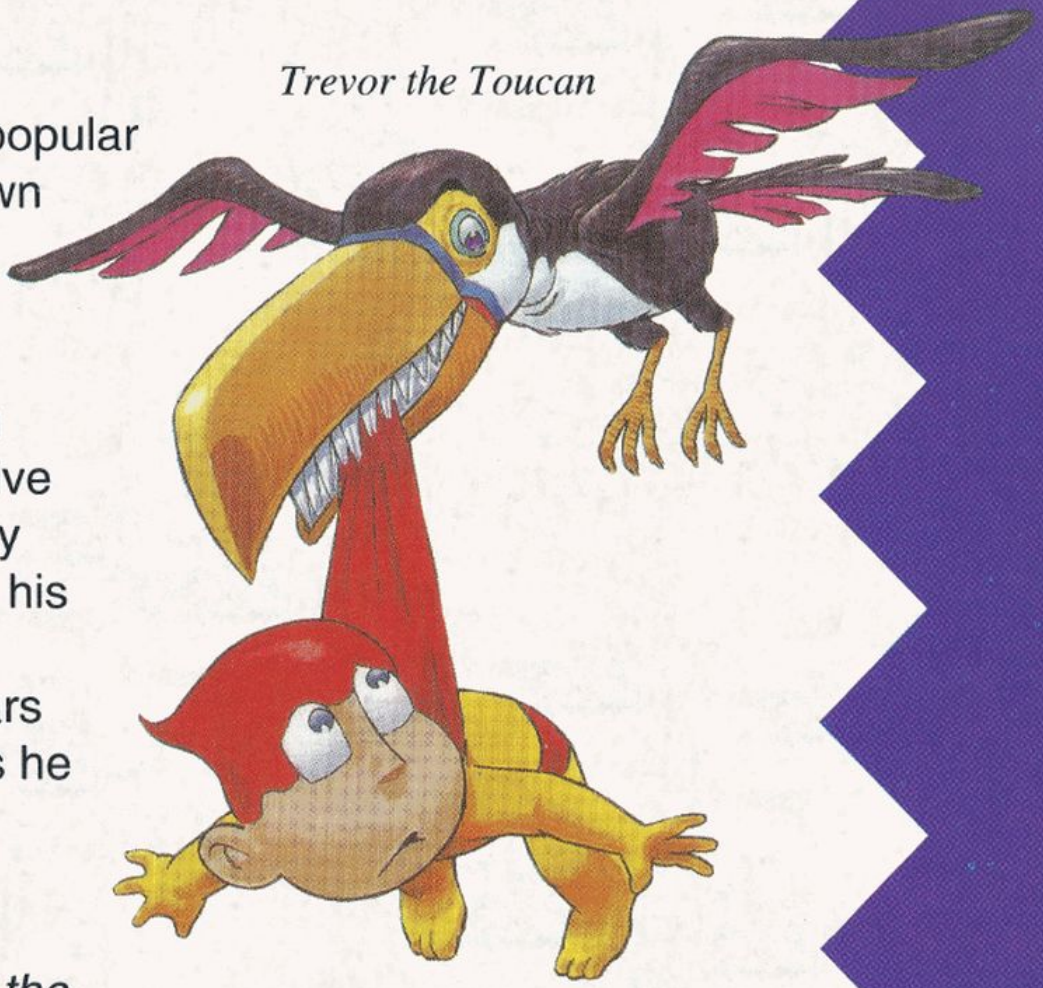
Linus will see many strange and terrifying creatures on his travels, some are deadly though some will only stun. *Hint: when Linus is stunned he gets knocked backwards...-if you can't avoid a creature, turn your back on it and it will knock you in the direction you want to go.*

Ceasar the Seasnake

Cosmic Candy!

Linoleum's most popular snack is well known for its healthy properties, Linus was well stocked up on these when he went for his drive so there are plenty lying around from his crash. Every five Cosmic Candy bars that Linus collects he gets an extra life, happy hunting!

Trevor the Toucan



Secret rooms

If Linus searches the landscape hard enough he might just find a secret room stuffed with cosmic candy!

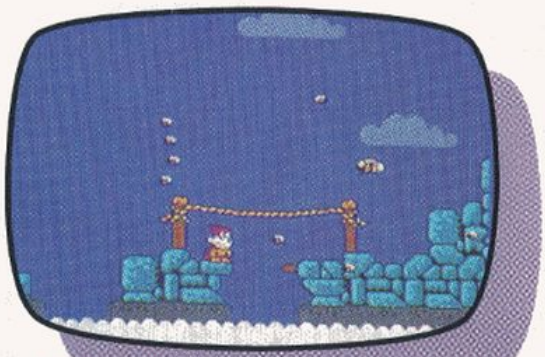
Linus finds a piece of radio

The radio screen

When Linus finds a piece of his radio (shown as a valve), you will see a screen showing the radio being pieced together. The pieces that are missing are shown in a feint color.

Natural hazards

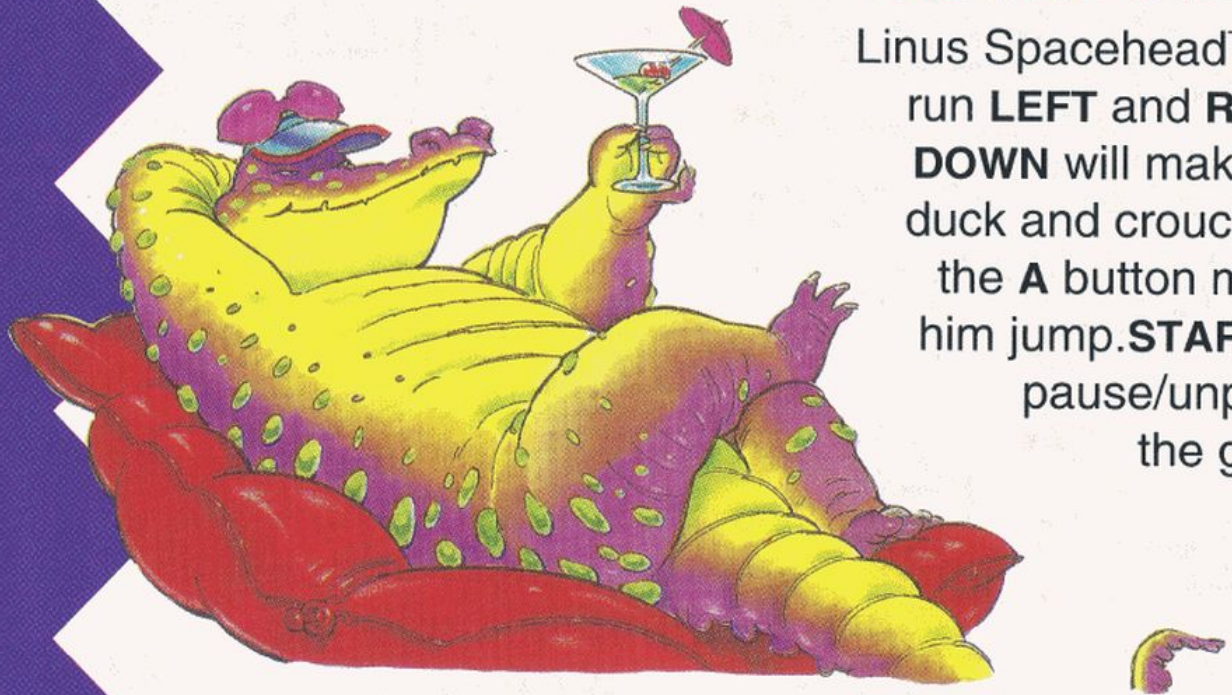
As well as all the creatures, Linus will also have to avoid natural hazards such as whirlwinds, falling rocks and great chasms. Some of the jumps, Linus can only just reach. *Hint: on tricky jumps, stand Linus on the edge of the jump and jump on the spot, next move to the direction you want him to jump still holding the jump button. -This way you can always be sure to make those tricky jumps!*



Yikes! -a swarm of bees!

Controls:

Linus Spacehead™ can run **LEFT** and **RIGHT,** **DOWN** will make him duck and crouch and the **A** button makes him jump.**START** will pause/unpause the game.



Leeroy the Alligator

Linus Spacehead™ finds a wrench from his toolkit.

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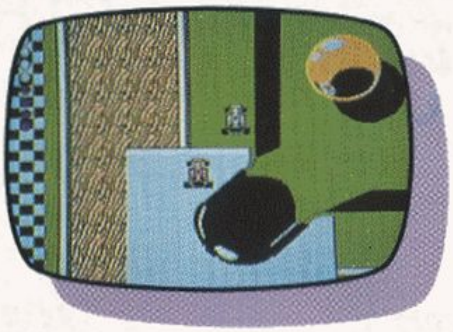

This is your chance to experience real life, high speed action scaled down to fantastic miniature. You can race formula one racing cars on a pool table, helicopters around the garden or boats around the bath tub. 11 individual characters and 9 kinds of Micromachines®. **This game is absolutely brilliant.**

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THE FANTASTIC ADVENTURES OF DIZZY™

Adventure and challenge; puzzles and clues, 8 completely different lands including underwater and the secret castle in the clouds. Dizzy's search to rescue his friends and defeat the Evil Wizard Zaks is the most exciting interactive cartoon yet.

QUATTRO SPORTS™- *4 perfect sports simulation games in one cartridge.*

BASEBALL PROS™
SOCCER SIMULATOR™
PRO TENNIS™
BMX SIMULATOR™

Each of the 4 games in this collection is carefully researched and programmed to be as accurate as possible and to capture the tension and atmosphere of the original sport.

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ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS

David and Richard Darling started writing video games while they were in their early teens and still at school in England.

From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.
Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express
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Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica warranty obligations and is the purchaser's exclusive remedy

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or uses of trade are all expressly disclaimed.
In no event will Camerica be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camerica game cartridge.
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The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

(1) This device may not cause harmful interference and

(2) This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio\tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV.

Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

CODEMASTERS™

ABSOLUTELY BRILLIANT!

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